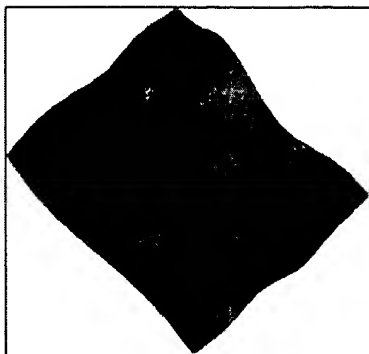
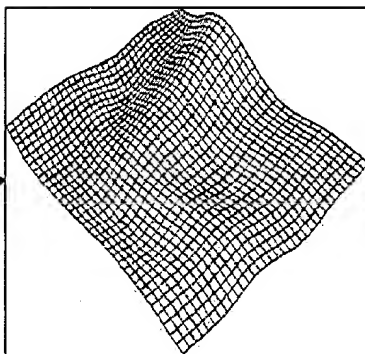


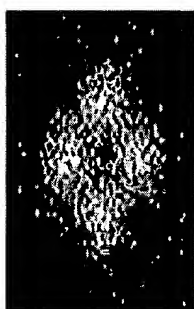
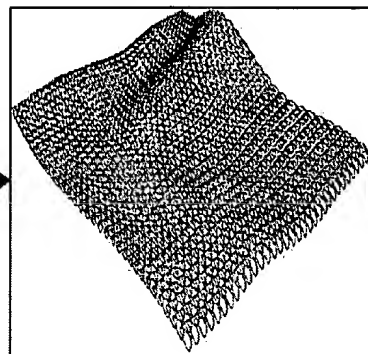
*Fig. 1*



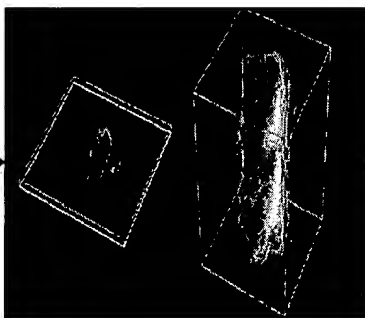
*Fig. 2*



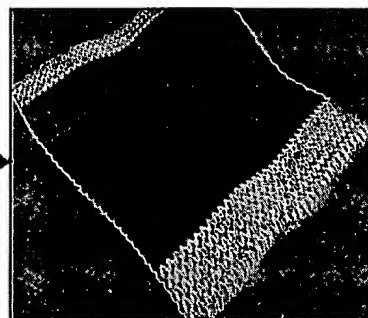
*Fig. 3a*



*Fig. 4*



*Fig. 5*



*Fig. 6*

*Fig. 3b*

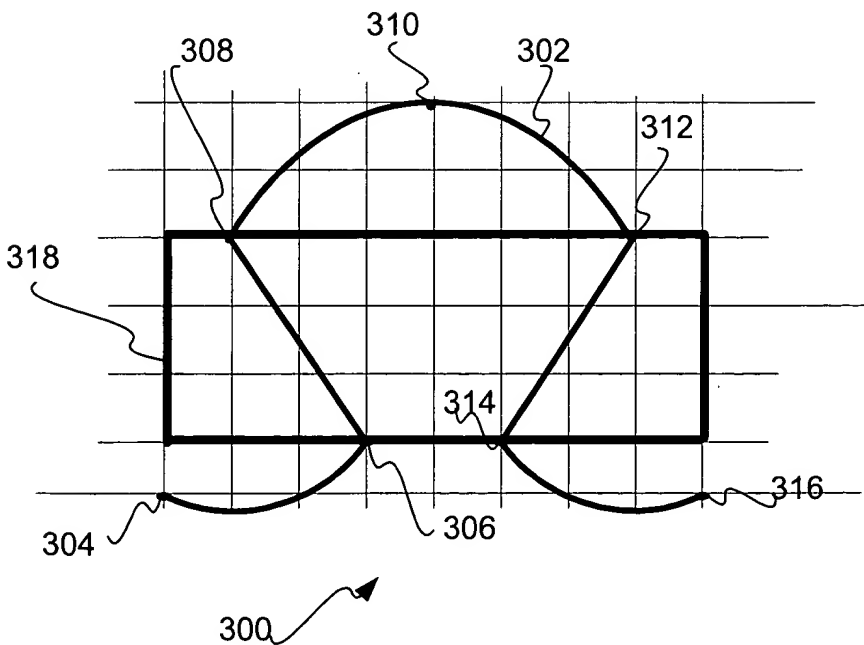
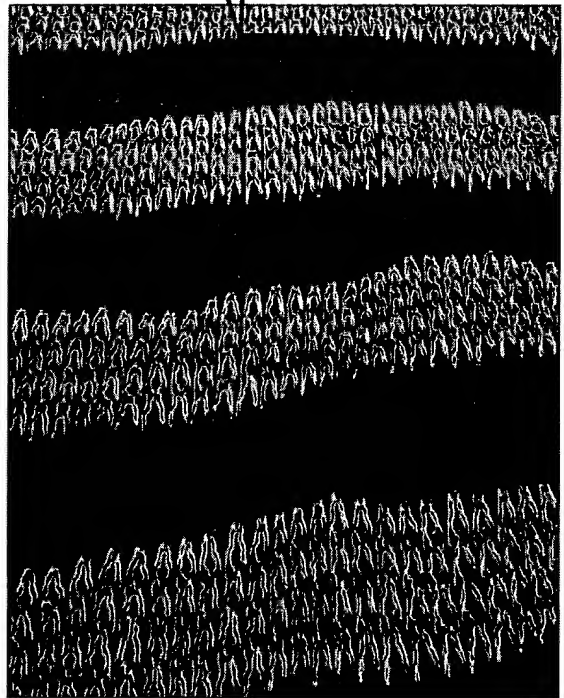
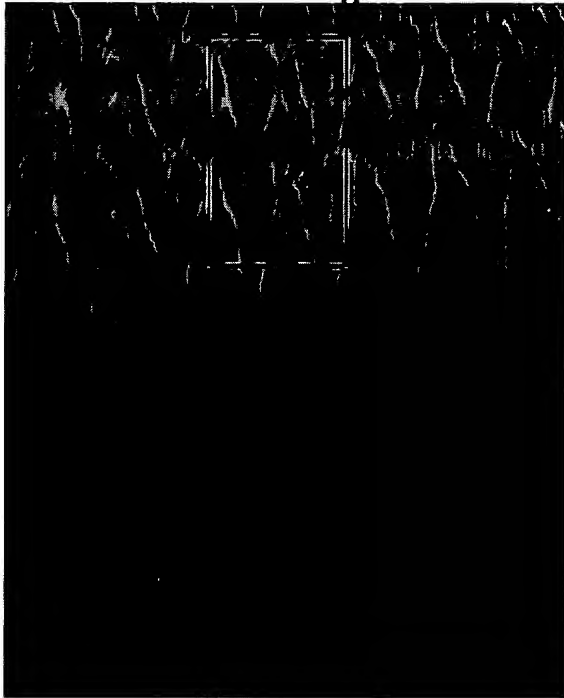
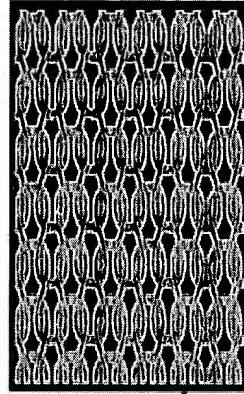
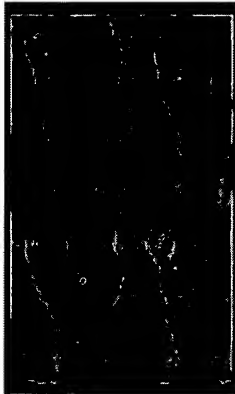


FIG. 1-6, 3a, 3b

*Fig. 7a*

*Fig. 7c*



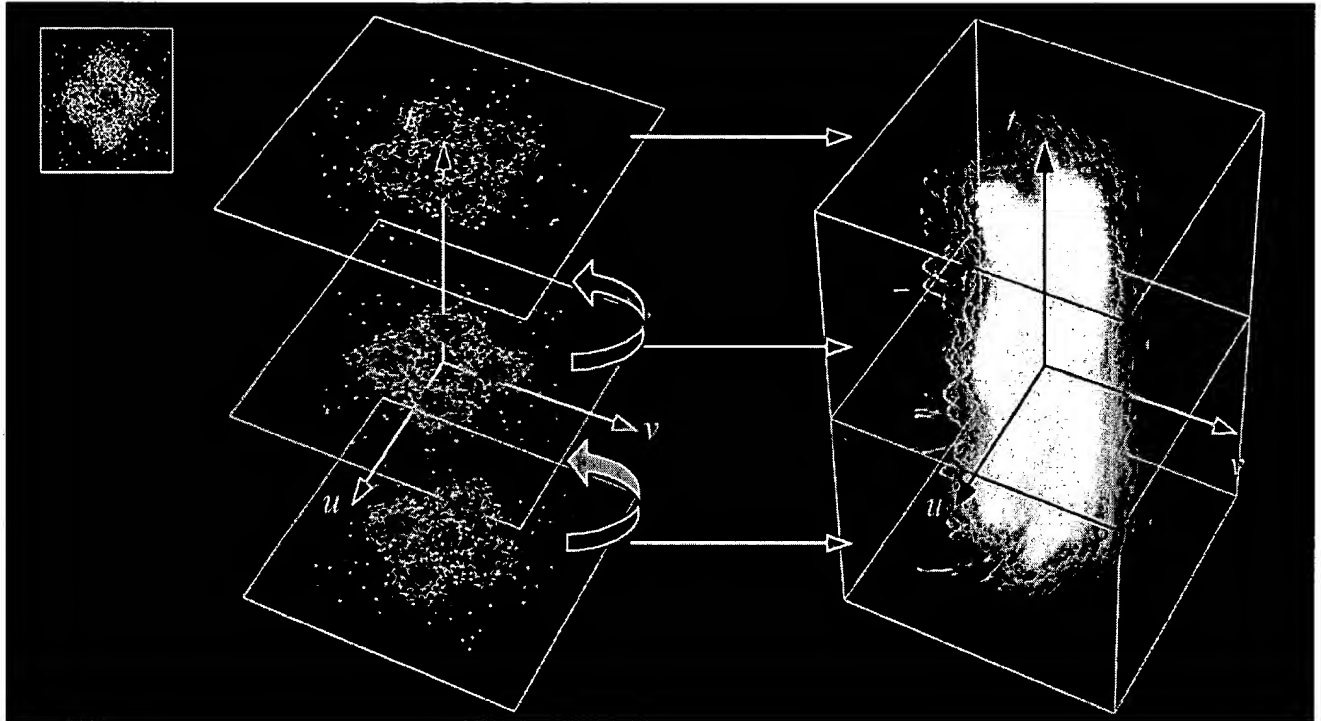
*Fig. 7b*

*Fig. 7d*

09928257.031001

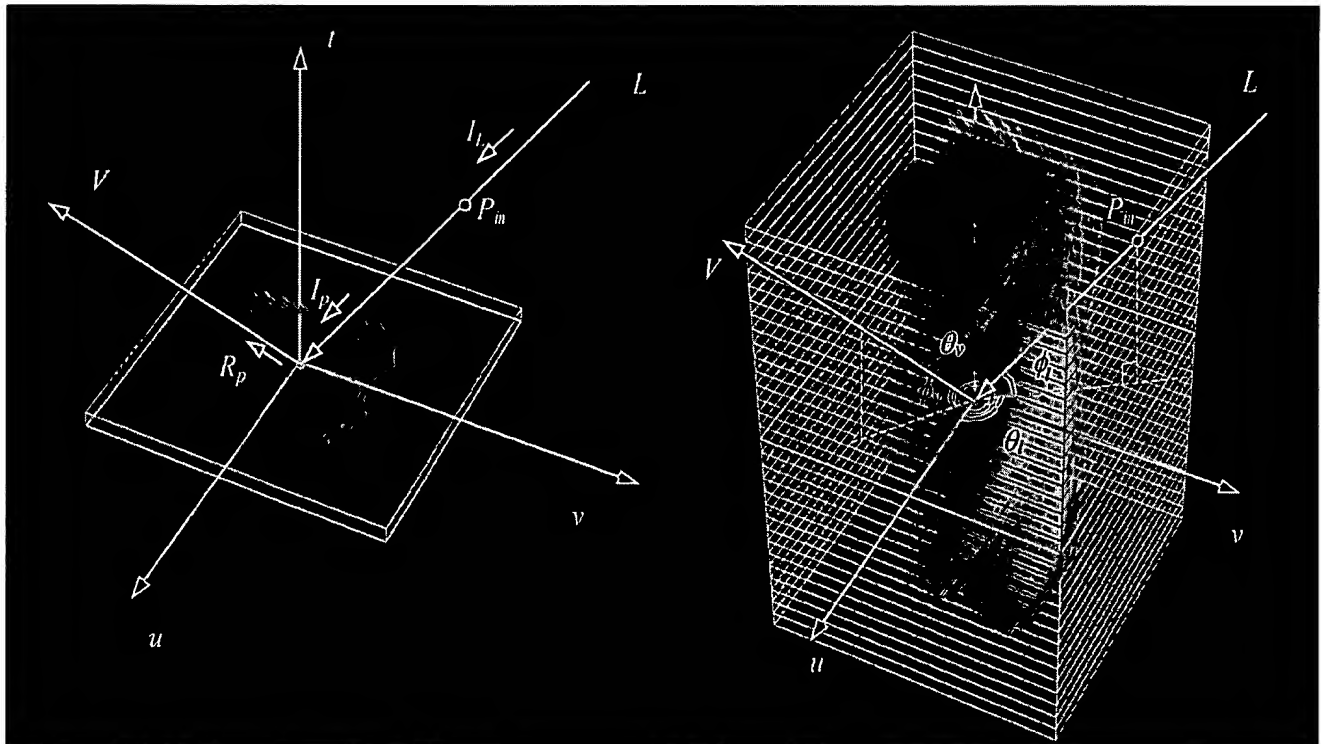
*Fig. 8a Fig. 8b*

*Fig. 8c*



*Fig. 9a*

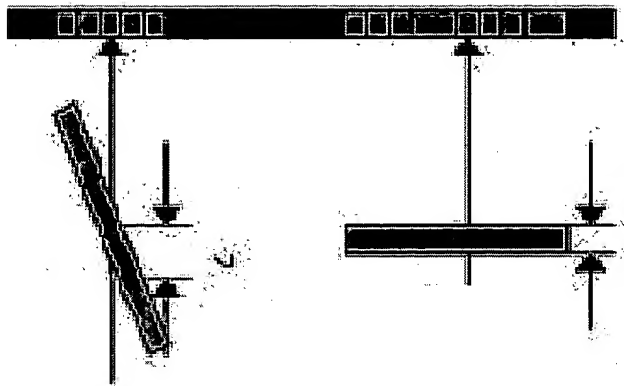
*Fig. 9b*



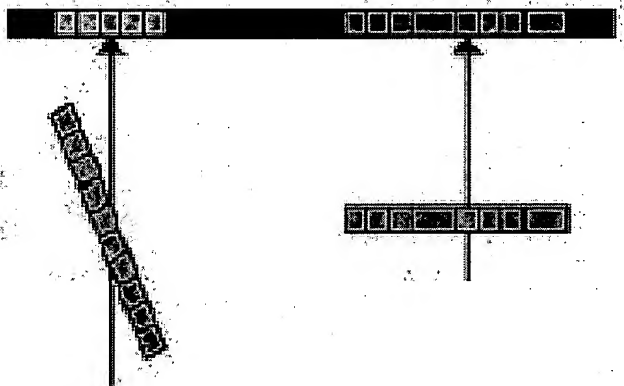
00928257, 081001

SCANNED, # 10

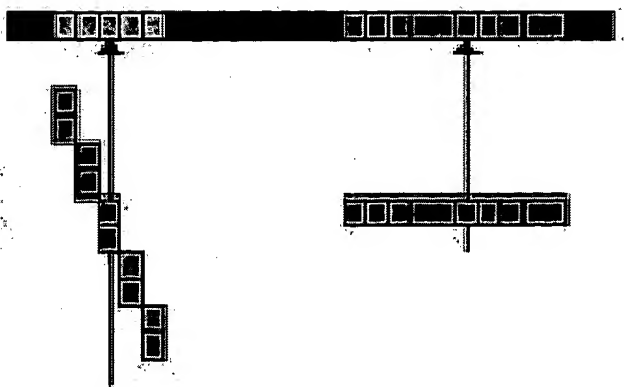
*Fig. 10a*



*Fig. 10b*



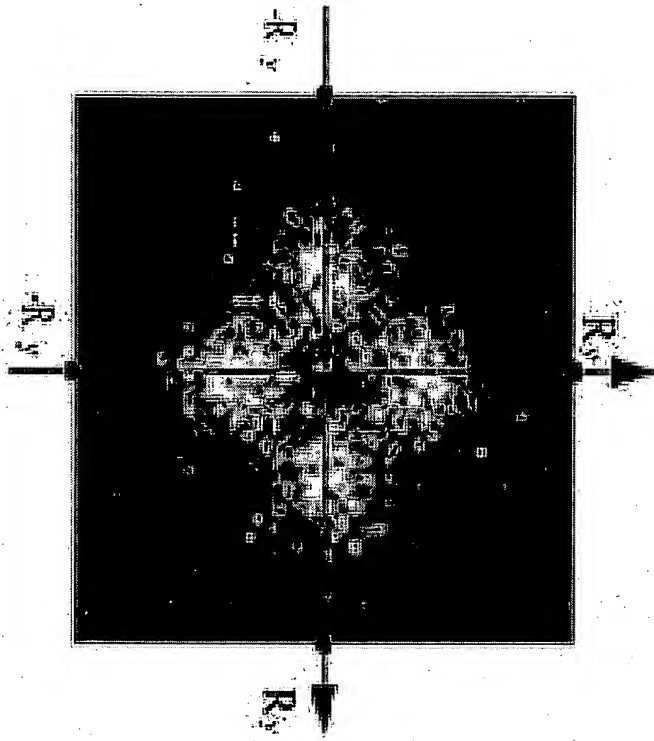
*Fig. 10c*



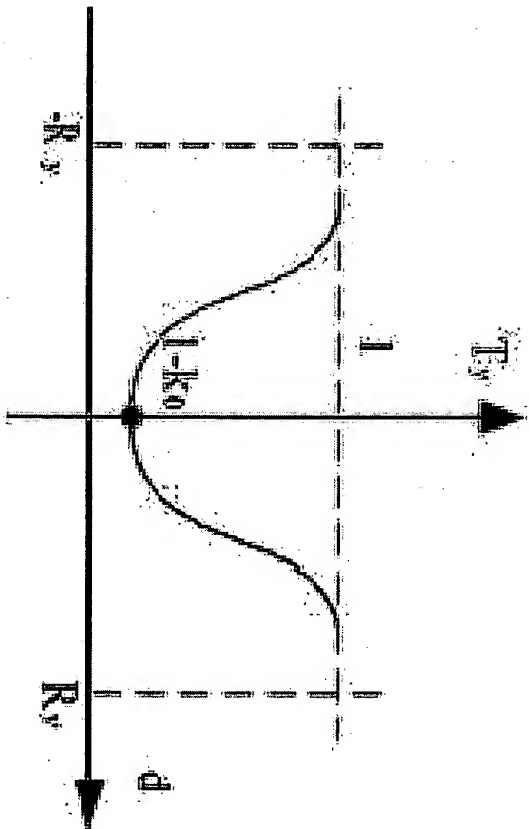
09928257.081001

SCANNED # 10

*Fig. 11a*

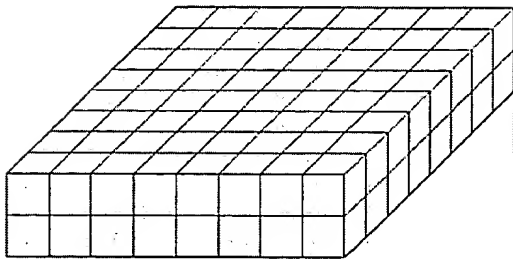


*Fig. 11b*

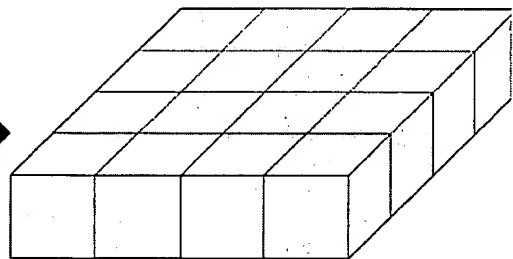


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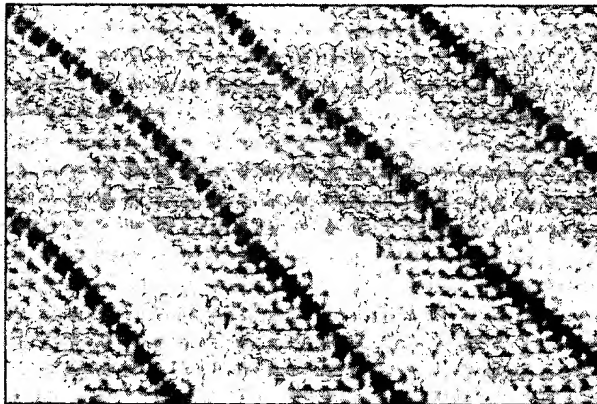
*Fig. 12a*



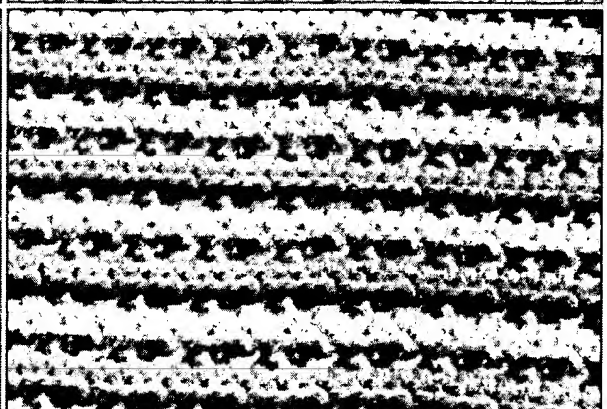
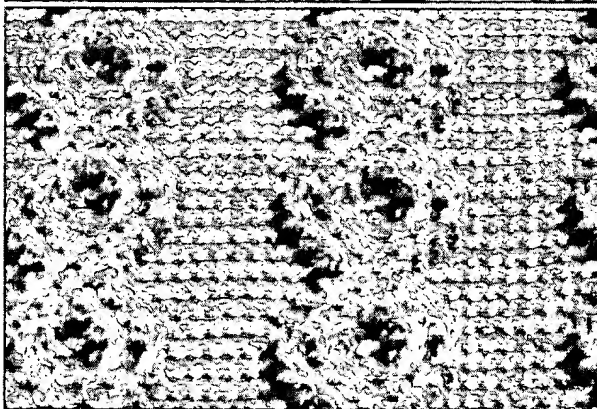
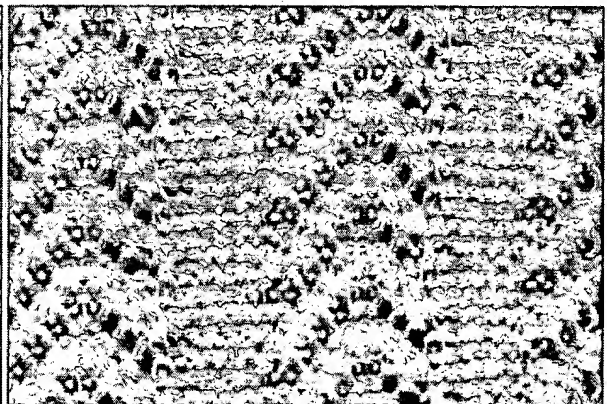
*Fig. 12b*



*Fig. 16a*



*Fig. 16b*

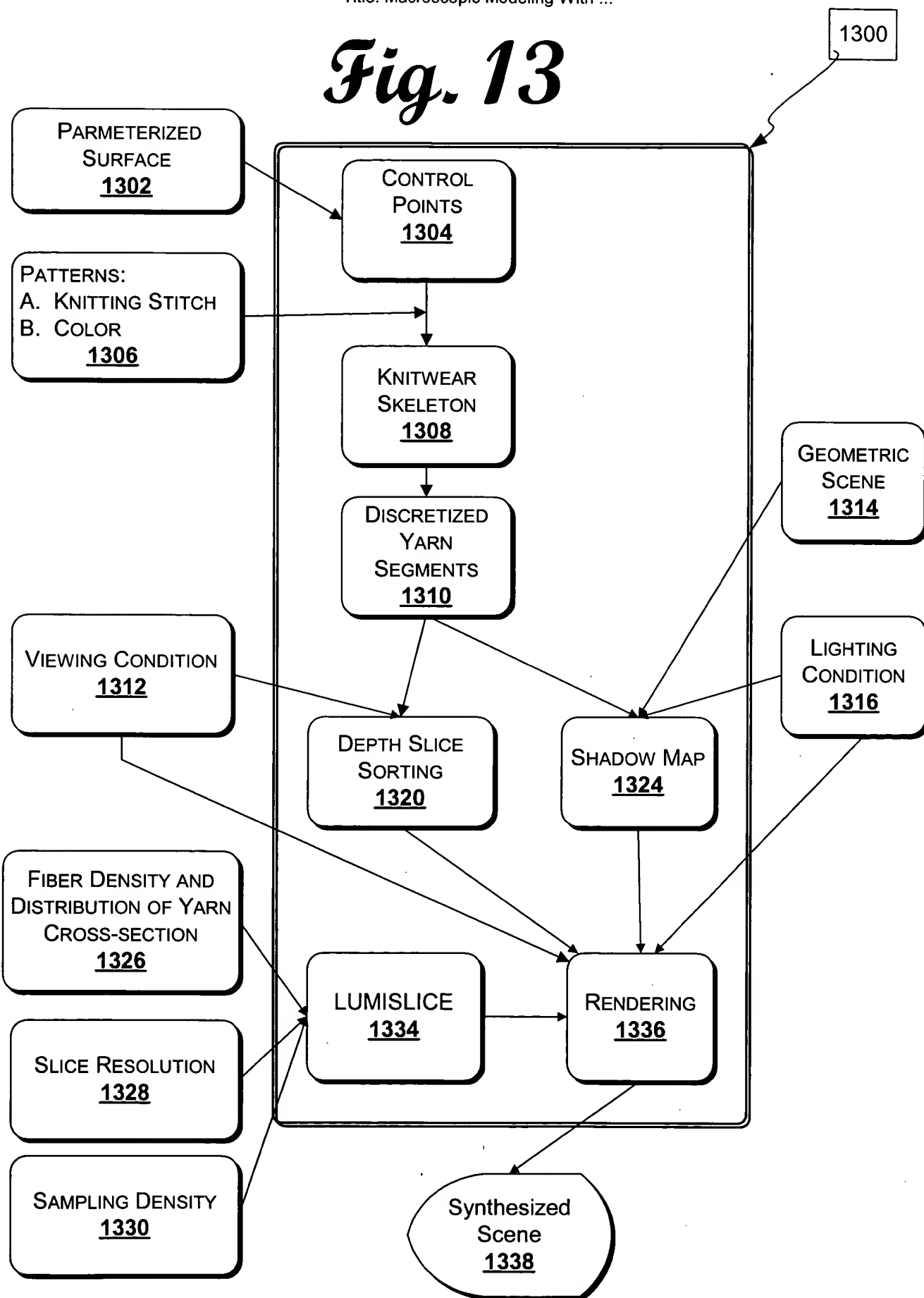


*Fig. 16c*

*Fig. 16d*

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*Fig. 13*



# Fig. 14

1402

CREATE SHADOW MAP

1404

Draw Color and Depth of Geometric Objects From View point  
in 1<sup>st</sup> Buffer

1406

Bit Map Yarn into Cylindrical Polygons in 1<sup>st</sup> Image Buffer:  
Pixels Covered by Yarn: Set to '0'  
Pixels Not Covered by Yarn: Set to '1'

1408

Draw Geometric Objects with Shadow Test;  
Save Pixels in 2<sup>nd</sup> Image Buffer

1410

Sort All Discrete Yarn Segments by Distance From Viewpoint

1412

Disable Depth Test;  
Draw Unoccluded Volumetric Yarn on Sorted,  
Discrete Yarn Segments Pixels Into 3<sup>rd</sup> Image Buffer

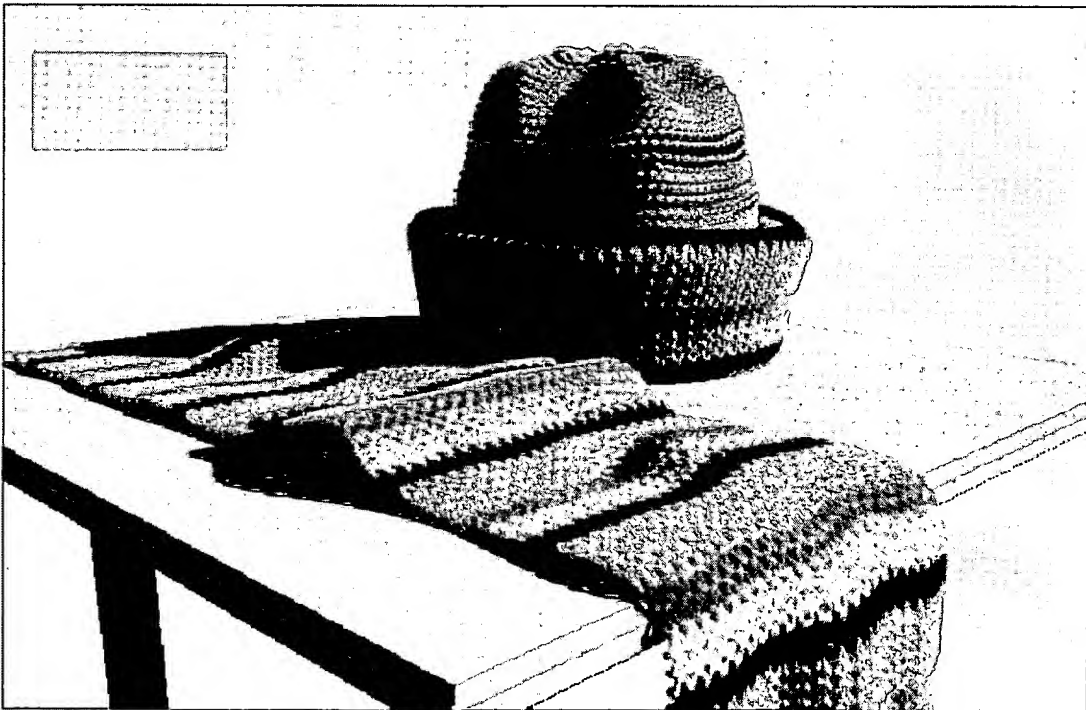
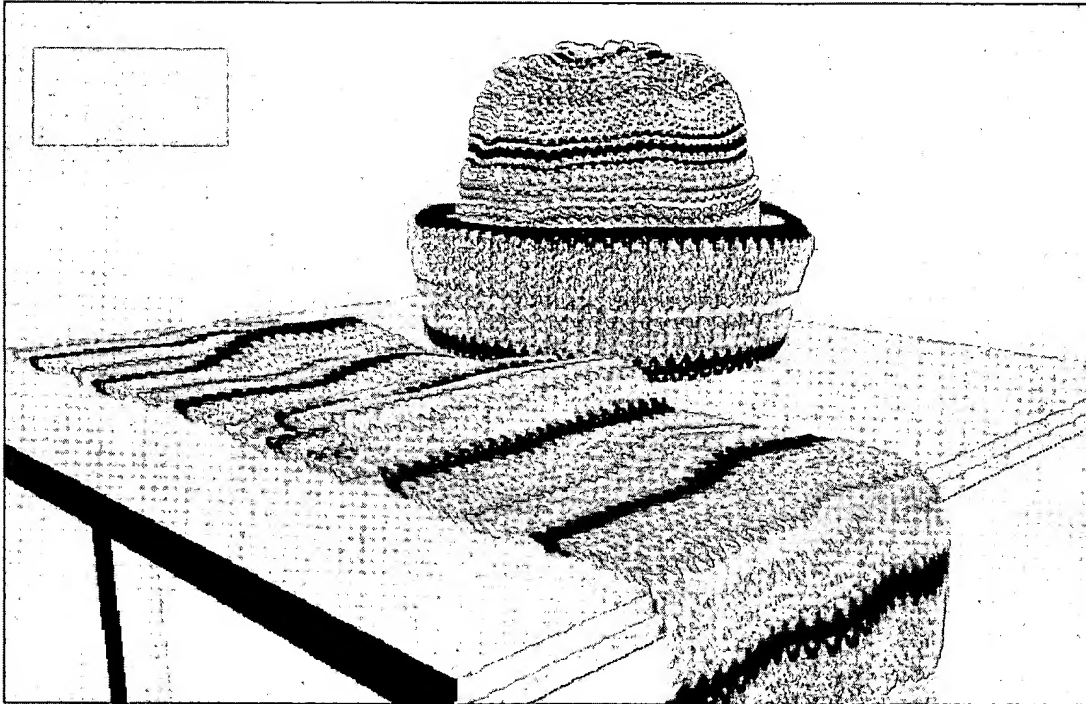
1414

For Every Pixel in 3<sup>rd</sup> Image Buffer  
Having '1' in the Corresponding Pixel in 1<sup>st</sup> Image Buffer:  
Replace With Color of Corresponding Pixel in 2<sup>nd</sup> Image Buffer

FIG. 14



*Fig. 15a*



*Fig. 15b*

100780" 25282660

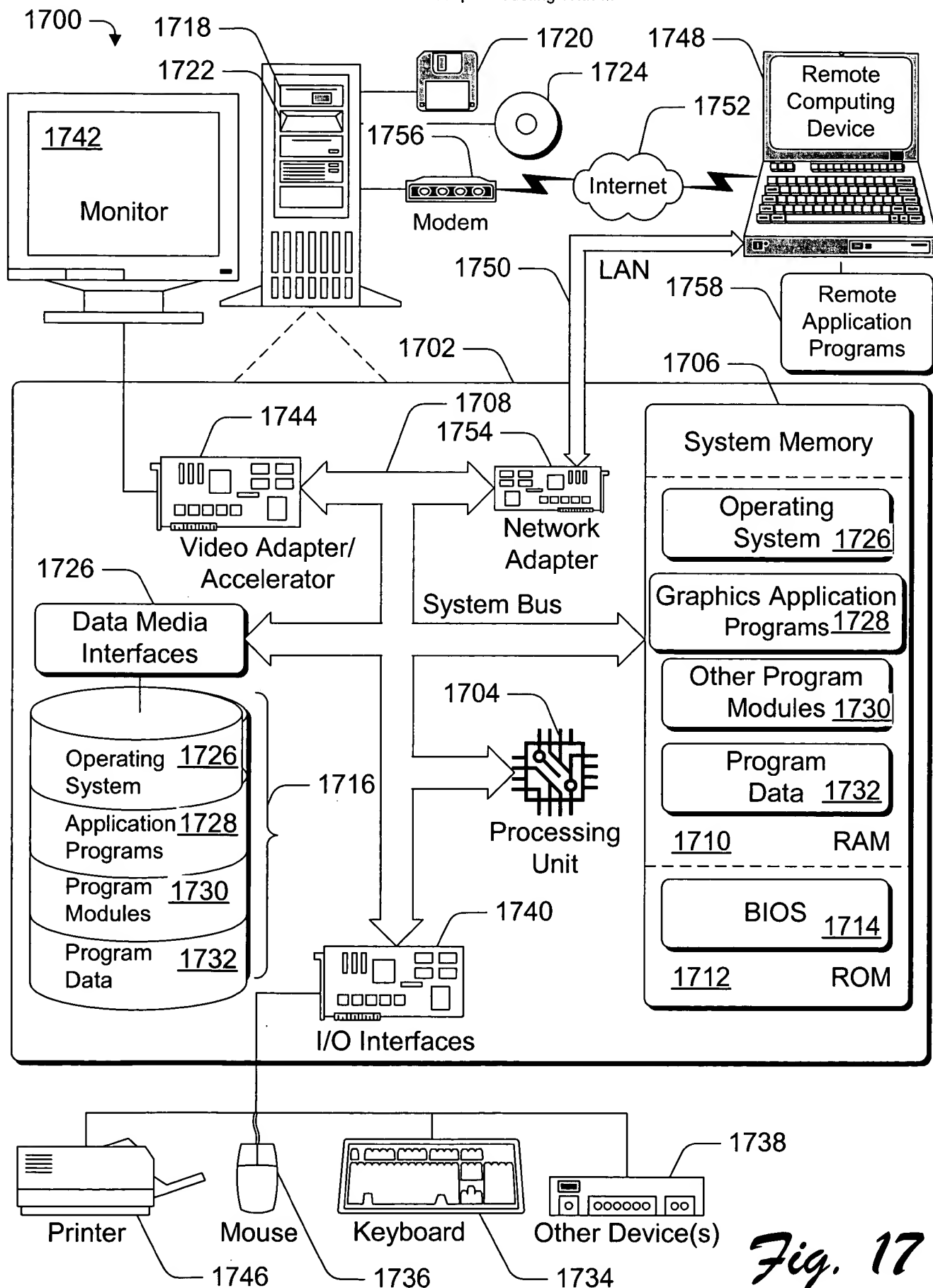


Fig. 17